# MOUNTAIN KING™

**For the Atari® 2600™**
For one player.

**GAME PLAY INSTRUCTIONS**

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## SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.

2. With the power OFF, plug in the video game cartridge.

3. Turn power ON. If no image appears, check the connections of your game system to the TV, then repeat steps 1-3.

4. Plug a Joystick Controller *firmly* into the LEFT CONTROLLER jack of your video system.

5. Use the GAME SELECT switch to select Skill Level. Skill Level distinctions are detailed in the back of this manual.

Program ©1983 E.F. Dreyer, Inc.
Program created by Robert Matson and programmed for CBS Electronics by VSS Inc., Dallas, Texas.

6. To start the game, press GAME RESET after which you may begin to maneuver your intrepid Explorer throughout the mountain in his quest to become MOUNTAIN KING!

STRATEGY HINTS are located on the back cover of this manual.

**Note: Never remove your video game cartridge from the console unless the power is turned OFF.**

Deep inside a long-lost diamond mine is the secret Temple Chamber of a forgotten civilization. There, a priceless Golden Crown sits high on a pedestal, vulnerable to plundering explorers seeking to control its power. But this treasure is jealously guarded by the denizens of the mountain, and whoever has the daring and courage to challenge them, seize the Crown, and escape to the mountaintop with it will become MOUNTAIN KING!

## OBJECT OF THE GAME

The object of MOUNTAIN KING is to capture the Golden Crown of the Temple and carry it safely to the top of the mountain before your time expires and/or you are destroyed.

## THE EXPLORER

In MOUNTAIN KING you play the part of the intrepid Explorer. Use your Joystick Controller to maneuver him throughout the mountain, making him run to the left or right and jump from plateau to plateau. To jump, push the Joystick away from you at a 45-degree angle to the left or right; the Explorer will leap in the respective direction. If you jump or fall to a lower plateau, you won't be hurt. But, if you fall too far, you'll be momentarily stunned and unable to proceed for a few seconds. To climb ladders, push the Joystick away from you. Pull it towards you to go down ladders or to kneel.

You must kneel in order to claim the Flame Spirit, open Treasure Chests and gain entry to the Temple.

Your Explorer is equipped with a flashlight used to find Treasure Chests and to confirm the location of the Flame Spirit. To activate the flashlight, press down on the red button on your Joystick Controller. The flashlight may only shine in the direction in which your Explorer is headed. It cannot shine up or down.

## DIAMONDS & THE FLAME SPIRIT

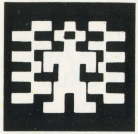
In order to gain entry to the Temple, you must first be in possession of the Flame Spirit. To qualify for possession you must collect over 1,000 points worth of diamonds. Diamonds are embedded in the cavern walls throughout the mountain. Merely pass over them to pick them up. Each cluster of five diamonds is worth 25 points.

Once you have earned over 1,000 diamond points, your score at the bottom of your screen will turn from green to yellow, indicating that the Flame Spirit is now available for capture.

LOOK FOR: a very brief flame flicker. This marks the location of the Flame Spirit. *The Flame Spirit itself is only fully visible with the flashlight on it.*

LISTEN FOR: the theme music. The louder the music, the closer you are to the Flame Spirit. On Level 1, you'll have an unlimited amount of time to capture the Flame Spirit. On Levels 2 through 8, the theme music will only play through a few verses. If you fail to capture the Flame Spirit before the music ends, it will disappear. Before it becomes available again, you'll have to collect at least another 1,000 points worth of diamonds.

The Flame Spirit is randomly hidden within the mountain and is not likely to pop up in the same position more than once.



Once you have successfully located the Flame Spirit, position your Explorer directly on top of it and pull the Joystick towards you to kneel down and pick it up. The Explorer will then be surrounded by a glittering halo and you'll score bonus points. The faster you get the Flame Spirit, the larger the bonus. You'll also earn an additional minute of playing time every time you gain possession of the Flame Spirit.

Note: Some players may find locating the Flame Spirit to be the hardest part of the game. For them we have prepared some notes designed to ease the frustration of this quest. These notes are located in the back of this manual.

## CAVE BATS

Gray Cave Bats inhabit the caves of the mountain, serving to protect both the Temple and its Golden Crown. On Levels 2 through 8, Cave Bats will try to steal the Flame Spirit from you before you make it into the Temple. On all levels, they'll try to steal back the Golden Crown before you're able to get it to the mountaintop.

## THE GIANT SPIDER

Lurking at the bottom of the mine is a Giant Spider waiting to wind your Explorer in its web. If you get caught, you'll be able to escape the web by rapidly moving the Joystick forward and back. You must do this quickly; if the Spider returns to find you still struggling, he will eat you and end the game. The Spider will also steal back the Golden Crown should you possess

it when caught and will take back the Flame Spirit as well. You may escape the Spider altogether by leaping over him or jumping to a ladder or higher plateau.

## TREASURE CHESTS

Randomly hidden throughout the depths of the mountain are Treasure Chests, visible only with the flashlight. Each one is loaded with diamonds and should you open one, a short fanfare will sound and 250 diamond points will be added to your point total.

To open a Treasure Chest, position the Explorer directly on top of it and pull the Joystick towards you. A new Treasure Chest will always be hidden for every one opened.

## THE SKULL SPIRIT

Guarding the entrance to the Temple is the ominous Skull Spirit, visible only with the flashlight. Offer him the Flame Spirit and he will grant you entrance to the Temple. To do this, position your Explorer directly under the entranceway and pull the Joystick towards you. The Skull Spirit will take the Flame Spirit and become visible only long enough for you to dash into the Temple. Be fast; if the Skull Spirit disappears before you enter, you'll have to bring him the Flame Spirit again.

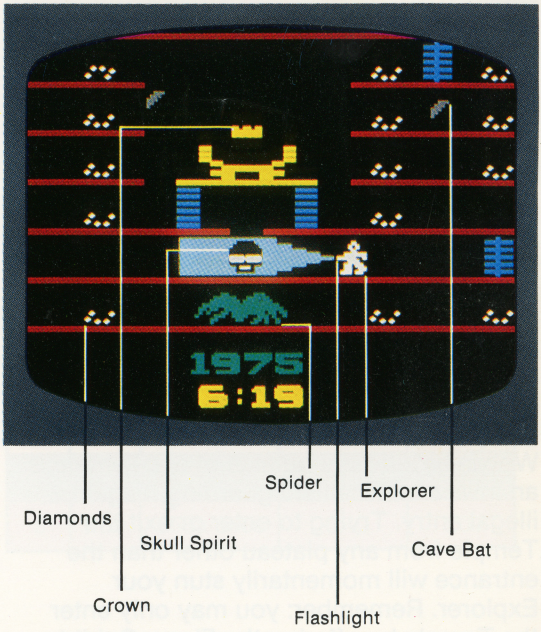
## THE GOLDEN CROWN

Once inside the Temple, you must scale the walls to get to the Golden Crown. Position your Explorer directly under the Golden Crown. Move the Joystick forward to place it on your head and then

pull it towards you to remove both you and the Crown from the pedestal. You'll receive 5,000 bonus points for obtaining the Crown.

## ESCAPING

Once the Golden Crown is on your head, the MOUNTAIN KING theme music will begin to play, indicating that it's time to make tracks. Drop to the floor of the Temple and back out into the mine. Your challenge now is to get to the top of the mountain where the Perpetual Flame burns before time runs out or before the Cave Bats steal the Crown from you. If you make it to the mountaintop, you'll receive 9,000 bonus points and play will then continue on the next highest level.



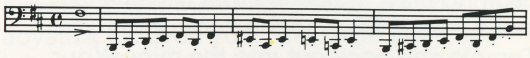
## SPECIAL FEATURES

**Ladders**
Use these to go up and down. Your Explorer cannot jump from the top of a ladder.

**Flashlight**
Your flashlight has inexhaustible power. Use it to see the Flame Spirit, Skull Spirit and Treasure Chests. You cannot use it and pick up diamonds at the same time, nor will it work when you are being chased by the Spider or are in possession of the Flame Spirit or Golden Crown.

**Temple Force Field**
Woven around the outside of the Temple is an invisible force field guarding it against illegal entry. Trying to enter or exit the Temple from any plateau other than the entrance will momentarily stun your Explorer. Remember: you may only enter the Temple by offering the Flame Spirit to the Skull Spirit at the Temple entrance!

**Scoring Display**
The score display at the bottom of your screen indicates your current score and, below that, the amount of time remaining in the game.

## MUSIC & SOUNDS

Music is one of the most critical and exciting elements of MOUNTAIN KING. Listen carefully to the theme music when the Flame Spirit becomes available. The closer you are to the Flame Spirit, the louder the music will be. Once you get the Golden Crown, you'll hear the theme music again. As you attempt to escape, the music will play for a period of time based on the Skill Level you're playing. If you've failed to get to the mountaintop when the music stops, the Crown will immediately disappear from atop your head and you'll have to begin your quest anew.

Among the assorted sounds heard throughout the game, one to remember is the sound of the oncoming Giant Spider. If you stay alert to this sound, you just may have enough time to get out of the way before the Spider snares you.

## TIME

Time is another critical element. Depending on the level you're playing, you have a limited amount of time to complete your mission. With only 59 seconds left to play, the time display below your score will turn red, alerting you to the fact that you had better get a move on if you expect to become MOUNTAIN KING.

## END OF GAME

The game ends when your intrepid Explorer runs out of time or becomes lunch for the Giant Spider. To restart the game on the same level, simply press down on the red button on your Joystick Controller or use the GAME RESET switch.

## SKILL LEVEL DISTINCTIONS

| Level | Total Time | Point range of bonus for finding Flame Spirit | Time to find Flame Spirit | Time to reach mountain-top |
|---|---|---|---|---|
| 1 | 8:00 | 3000/50 | Unlimited | 1:30 |
| 2 | 6:00 | 3500/1500 | 1:20 | 1:20 |
| 3 | 5:00 | 4000/2250 | 1:10 | 1:00 |
| 4 | 4:00 | 4500/3000 | 1:00 | 1:00 |
| 5 | 3:00 | 5000/3750 | 0:50 | 1:00 |
| 6 | 3:00 | 5500/4400 | 0:44 | 1:00 |
| 7 | 3:00 | 6000/4900 | 0:44 | 1:00 |
| 8 | 3:00 | 6500/5500 | 0:40 | 1:00 |

## MOUNTAIN KING SKILL CLINIC

**Finding the Flame Spirit**

While the object of MOUNTAIN KING is to capture the Golden Crown and get it to the top of the mountain, new players find that the most challenging and, at times, frustrating element of the game is finding the Flame Spirit. The following additional hints and reminders have been prepared to assist you in this quest:

a. Remember that once you've collected over 1,000 diamond points, your score will change color from green to yellow. This indicates that the Flame Spirit is available for capture.

b. The key to success in finding the Flame Spirit is in using the musical score as your guide to its location. When you come to the point where you feel the melody is loudest, STOP! Look around the screen and *then* concentrate on finding a flash of golden light. That flash is the flickering Flame Spirit and as you become more experienced with the game, you'll have an easier time spotting it. If you move up to it and shine your flashlight on it, you'll see it more readily.

c. Once you have located the Flame Spirit, you must position your Explorer directly on top of it and pull the Joystick towards you to gain possession of it.

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## VIDEO GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

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CBS Electronics, 601 Doremus Avenue
Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

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## STRATEGY HINTS

1. Practice maneuvering the Explorer to become familiar with the way he moves and how he jumps. You'll need to be both fast and agile when you're trying to escape with the Crown.

2. Listen carefully to the sounds and the music. They let you know when the Spider is approaching, how close you are to the Flame Spirit and how much time you have left to reach the mountaintop.

3. Keep track of where Treasure Chests are located and wait until later in the game to open them up. You'll soon discover your dependence on them as you begin to deplete the mountain's supply of diamonds.

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